

Alex Kidd

in Shinobi World



SEGA

Loading Instructions:

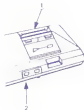
Starting Up:

1. Make sure the power switch is OFF
2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

1. Insert Mega Cartridge
2. Insert Control Pad 1



Alex Kidd in Shinobi World

Alex was having the time of his life, spending a lovely afternoon with his girlfriend on the planet Shinobi. Suddenly, gray clouds covered the sky. With a flash of lightning a dark figure descended, grabbed the girl and in no time disappeared into thin air.

Before Alex could figure out what had happened, there was another flash of lightning. This time a White Ninja appeared. Alex looked up as the White Ninja spoke.



The wicked Dark Ninja, whom I banished ten thousand years ago, has returned. He took your girlfriend hostage in hopes of taking control of the Miracle World. I have come to give you my special Ninja Power. Use it wisely to exterminate the Dark Ninja!"

The White Ninja tossed a glowing white ball to Alex and disappeared. The ball filled Alex's tiny body with an immense amount of strength and courage. The Kidd's ready to meet any challenge — again!



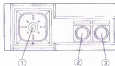
How to Use Your Control Pad

Alex Kidd in Shinobi World is a 1 Player game using Control Pad 1 only. Learn how to use your Control Pad before you start playing.

Control Pad Buttons

① D-Button

- Press to select CONTINUE or NEW GAME on the GAME OVER screen.
- Press to move Alex in different directions.
 - Press UP to climb ladders, poles and ropes.
 - Press DOWN to squat.



② Button 1

- Press to attack. (Swing the sword or throw darts.)
- Press to come down ladders or bars.
- Press to start the game.
- Alex changes from a ball of fire back to his original form.

③ Button 2

- Press to jump.
- Press to start the game.
- Alex changes from a ball of fire back to his original form.

④ D-Button (DOWN) + Button 1

- Swing the sword while squatting.
- Throw darts while squatting.

⑤ D-Button (UP) + Button 2

- Jump and grab a horizontal bar

Lives

You have three chances to complete each round. And you get three lives in each section.

Increase the number of lives by picking up extra hearts. You can carry up to six hearts.

You can acquire additional chances to complete each round by picking up an ALEX DOLL. Whenever you have six hearts, the next life-giving item you pick up from the treasure chest will be an ALEX DOLL. Increase the number of chances by picking up as many ALEX DOLLS as possible.

Continue Play

If you wish to continue, select **CONTINUE** on the **GAME OVER** screen and press Button 1 or 2. You'll resume play from the first section of the round where you left off.

If you select **NEW GAME** and press either Button 1 or 2, the title screen will appear.



How to Start

If you press either Button 1 or Button 2 on the introduction screen, you'll see the overall map and then the **ROUND INFO** screen. The **ROUND INFO** screen displays the picture of the Boss you have to defeat, the hi-score, your score, how many chances you have left and where you are in the round. Then you will automatically get to section one of round one.

The flashing square is where you are in the round.

- 1 Overall Map



Round Info Screen

- 1 Round Number
- 2 Round Enemy Boss
- 3 Your Score
- 4 Hi-Score
- 5 Number of times you can challenge the round.
- 6 Scene Chart

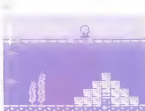
Play Screen

- 7 Alex's Life
- 8 Treasure Chest
- 9 Enemies



Traversée d'une étendue d'eau

Continuez d'appuyer sur la touche 2 pendant qu'Alex traverse une étendue d'eau. Cela lui permet de ne pas couler.



Items

When you find a treasure chest, break it open to pick up useful items

1 Heart

Gives you life.

2 Darts

If you pick these up you'll be able to use darts instead of your sword. If you get attacked or proceed to the next section you will no longer be able to use them.

3 Power

Your weapon becomes more powerful



3



3



3) Ninja's Crystal Ball

Alex turns into a tornado. Use the D-Button to direct the tornado.
(When Alex turns into a tornado, smaller twisters also appear. These twisters cannot be controlled.)



5) Alex Doll

You gain an extra chance to complete a round.



Rounds

You must go through four rounds to complete this game. Each round is divided into three sections.

1) Round 1: Kabuto

Kabuto, the Boss, attacks by throwing bells of fire. You can kill him by hitting him several times with your weapon. But it's not going to be as easy as it sounds. First you have to get rid of the enemies in the city.



Encounter the Boss

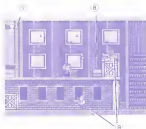
- 1 Alex's Life
- 2 Boss's Life

Magic

You'll definitely need to use magic to knock down your enemies and elude traps.

3) Fireball

When you run into a hanging rope or a pole, stand in front of it. Press the D-Button (UP) to start climbing. Stop at an appropriate spot and press Button 1 for a few seconds. Alex will turn into a ball of fire. Direct Alex with the D-Button (LEFT or RIGHT) and lift your finger off Button 1.



Alex will fly to wherever you direct him. If Alex hits weak enemies they'll be wiped out instantly. The stronger enemies will only sustain damage.

When you run into a horizontal bar, press Button 2 and the D-Button (UP). Alex will jump and grab the bar. Press Button 1 for a few seconds. Alex will turn into a ball of fire. Direct Alex with the D-Button and lift your finger off Button 1. Alex will break through thick walls.



1 Wall Jump

You can use this technique only to climb walls that are facing each other. Press Button 2 and the D-Button (LEFT or RIGHT) simultaneously to make Alex jump toward a wall. As soon as Alex touches the wall, press Button 2. Continue to press Button 2 until Alex gets to the top of the wall.

2 Skip on Water

Continue to press Button 2 as Alex crosses a body of water. This prevents him from sinking.



Helpful Hints

- Good timing is the key to success.
- Look for secret routes to get to the treasure chests in hard-to-get places.
- Learn your enemies' movement patterns.
- Use your weapon to break through flashing blocks. Squat and break blocks under your feet.
- In order to kill the Boss enemies you must attack them several times. Find their weak spots
- You won't be able to open treasure chests by throwing darts from a distance. You must stand in front of them to break them open



HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM

For Proper Usage

- ① Do not immerse in water!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzine, etc.!
- * Be especially careful not to stick anything on the SEGA CARD!
 - When wet, dry completely before using
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water
 - After use, put it in its case



2 Round 2: Raid of the Helicopters

In order to rescue the hostage, you must go through the harbor. It's not going to be easy because the entire area will be crawling with enemies. In order to clear this round, you must destroy the helicopters that come flying at you. The total number of helicopters will be indicated on the screen.

3 Round 3: The Jungle

The jungle is full of surprises. See if you can elude all the traps. Attack the Boss four times and see what happens!

2



3



4 Round 4: The Battle with the Dark Ninja

You must first destroy several enemies whom you have fought in the previous rounds before you confront the Dark Ninja. Exterminate the Dark Ninja and rescue your girl.

4



Scoring

- You'll gain 100 points for killing each enemy and 1,000 points for killing each Boss Ninja. The score appears at the beginning of the following round.

- **CLEAR BONUS**

If you clear a round, you'll get 2,000 points for every life you have left.

- **PERFECT BONUS**

If you clear a round with six lives left, you'll get 10,000 points.

- **SECRET BONUS**

If you clear a round without sustaining any damage, you'll get 10,000 points.

Note:

You won't gain any extra points for clearing Round 4 without damage.



SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			



Printed in Australia